# LOST PATROL

## SCOUT SQUAD ARSENAL UPGRADE

**These new rules for Lost Patrol present additional weapon options for the Scout player, allowing you to use Space Marine Scouts with Sniper Rifles in your games. These rules also provide the Scout Player with some additional Assets, which offer some assistance in navigating the perilous jungle of Moraz III, and some additonal rules for both players which allow you to tailor the difficulty of the game.**

### SQUAD SELECTION

Before each game, the Scout player must choose their squad of 5 miniatures from the following options:

1 Scout Sergeant armed with a chainsword and bolt pistol

*and*

1 Scout Heavy armed with either a heavy bolter or a missile launcher

*and*

0-3 Scout Snipers armed with sniper rifles

*or*

0-3 Scouts armed with either a boltgun, shotgun, or bolt pistol & combat blade.

### DIFFICULTY LEVEL

Before setting up, the players should determine the difficulty level for the game. The difficulty rating chosen denotes how many assets the Scout player will receive, with each asset making it easier for the scout player to win.

**Easy:** The Scout player receives three assets.

**Normal:** The Scout player receives two assets.

**Hard:** The Scout player receives one asset.

**Nightmare:** The Scout player does not receive any assets.

Once you have chosen the difficulty level the Scout player should roll the required number of dice and use the Asset table below to determine the assets they receive. If you roll the same number more than once, reroll the dice until you get a different result.

Note that in matched play, where both players play each side once and see who can get furthest through the stack of tiles, the difficulty level should be the same for both games.

### NEW WARGEAR

The following new weapons are available to scout squads in Lost Patrol:

**Sniper Rifle:** A scout with a sniper rifle cannot take a Move and Fire action during the same turn. Roll 1 dice. A roll of a 5 or 6 is a hit and removes one Genestealer from the target tile.

**Missile Launcher:** Roll 1 dice per Genestealer on the target tile. Each roll of a 6 is a hit and removes one Genestealer from the target tile.

### ASSET TABLE

**1. Scanners:** At the end of Step 3 of each turn, you may secretly look at the top 3 tiles of the draw stack and then return them in any order you wish.

**2. Frag Grenades:** You may re-roll your dice when determining your score during an Assault. You must accept the result of the second roll, even if it is worse than the first.

**3. Crack Shots:** Add +1 to your dice score when taking a Fire action.

**4. Homing Beacon:** During setup, shuffle the drop ship tile into the bottom 10 tiles of the stack instead of placing it at the bottom.

**5. Jungle Fighters:** Scouts ignore the effects of tangleweed when they take a Move action.

**6. Tyranid Hunters:** Add +1 to your dice score in an Assault. This is in addition to any other modifiers that apply.

### NEW RULES FOR THE GENESTEALER PLAYER

**Ambush:** The Scout player must subtract -1 from their dice score in an Assault if you are attacking them through the jungle (i.e. not along a jungle path).